Weilun Sun

Email
sunweilunjwilson@berkeley.edu

Homepage
http://sunweilun.github.com

EDUCATION

Doctor of Philosophy 2014 – present
EECS
Visual Computing Lab, UC Berkeley, California, USA
Advisor: Prof. Ravi Ramamoorthi

Bachelor of Engineering 2010 – 2014
Computer Science & Technology
Tsinghua University, Beijing, China
Overall GPA: 88/100 Official Overall Ranking: #21 out of 100 students

Research Relevant Courses

- CS289A, Introduction to Machine Learning, UC Berkeley — Fall, 2015
- MATH228A, Numerical Solution of ODEs, UC Berkeley — Fall, 2015
- CS274, Computational Geometry, UC Berkeley — Spring, 2015
- MATH228B, Numerical Solution of PDEs, UC Berkeley — Spring, 2015
- CS284A, Computer Graphics, UC Berkeley — Fall, 2014
- CS294-26 Computational Photography and Image Manipulation, UC Berkeley — Fall, 2014

Teaching

- Teaching assistant for CS194-26, UC Berkeley — Fall, 2015

RESEARCH EXPERIENCE

Interactive Detailed Cutting of Thin Sheets August, 2014 – January, 2015
To appear in Motion in Games 2015
VCL, UC Berkeley
Advisor: Prof. James F. O'Brien

- Implemented cutting on triangle meshes.
- Implemented non-manifold grid shape function interpolation on triangle meshes.

Anisotropic Spherical Gaussians Febuary – May, 2013
SIGGRAPH Asia 2013 Technical Paper
Graphics & Geometry Computing Group, TNList, Tsinghua University
Advisor: Dr. Kun Xu

- Investigated the form of Anisotropic Spherical Gaussian (ASG for short).
- Implemented a *Precomputed Radiance Transfer* rendering program based on theories in the paper.

Sketch2Scene   September, 2012 – January, 2013
SIGGRAPH 2013 Technical Paper
Graphics & Geometry Computing Group, TNList, Tsinghua University
Advisor: Dr. Kun Xu

- Reproduced a single-model retriever based on paper *Sketch-Based Shape Retrieval*.
- Implemented part of the GUI of the project system.

PUBLICATIONS

- "Anisotropic Spherical Gaussians,"
  Proceedings of SIGGRAPH Asia 2013, ACM Transactions on Graphics 32(6), 209:1 - 209:11, 2013.
  Kun Xu, **Wei-Lun Sun**, Zhao Dong, Dan-Yong Zhao, Run-Dong Wu, Shi-Min Hu

- "Sketch2Scene: Sketch-based Co-retrieval and Co-placement of 3D Models,"
  Proceedings of SIGGRAPH 2013, ACM Transactions on Graphics 32(4) , 123:1–123:12, 2013.
  Kun Xu, Kang Chen, Hong-Bo Fu, **Wei-Lun Sun**, Shi-Min Hu

PRESENTATIONS

SIGGRAPH Asia 2013 Technical Paper for *Anisotropic Spherical Gaussians*   November 22nd, 2013

COMPUTER SKILLS

Programming Languages: C/C++, Java, Python, Matlab
Softwares & Applications: OPENCV, OPENGL, QT, CUDA
Operating Systems: Windows, Linux, MacOS